

# World Championship **BOXING** MANAGER

## INTRODUCTION

**WORLD CHAMPIONSHIP BOXING MANAGER** is our latest complex game following the huge success of **TRACKSUIT MANAGER** the award winning football strategy game.

**WORLD CHAMPIONSHIP BOXING MANAGER** has taken the popular theme of heavyweight championship boxing creating a new addictiveness in strategy.

Without skill levels, computer trickery or hidden pitfalls you will compete against **17 COMPUTER OPERATED MANAGERS** each with their own stable of **BOXERS TOTALLING 100**.

There are AREA, NATIONAL as well as WORLD titles each with their individual rankings which are continually updated.

Its time now to put on your suit and get to the office as the World of Championship Boxing awaits you . . . . good luck.



**YOU ARE NOW STARTING THE GAME  
PLEASE READ CAREFULLY**

### **THE OFFICE (MAIN MENU)**

#### **FILING CABINET**

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The filing cabinet contains your boxers contracts, your boxers fight record and the current fight rankings.

**HINT:** First year contracts are considerably lenient, but do not expect any favours from there on. False promises may end up with your brightest protege moving elsewhere with years of hard work down the drain.

## **TELEPHONE**

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The telephone allows you to contact other FIGHT MANAGERS, the TWO BOXING BOARDS plus the SCOUTS LIMPY and WIMPY.

## **FIGHT MANAGERS**

**HINTS:** Negotiate carefully . . . a low purse in one bout must be recovered elsewhere during the year to keep boxer happy.

## **BOXING BOARDS**

The FEDERATION of WORLD BOXING (FWB)

1. The referee only scores on points decision.
2. No compulsory count of eight on a knock down.
3. Unlimited knock down rule.

The WORLD COUNCIL of INTERNATIONAL BOXING (WCIB)

1. Three judges score on points decision on the unanimous or majority rule.
2. Mandatory eight count on all knock downs.
3. Three knock downs in same round stops contest.

## **SCOUTS**

There are TWO scouts available called Limpy and Wimpy. They may be SENT either to a fight night and REPORT BACK WITH DETAILED RESULTS of a specific fight or SENT ON A SPYING MISSION.

The scout will contact if he hears that another boxer is unhappy with his present manager.

## **MAIL**

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The mail arrives each morning. The mail consists of either APPROVAL OF BOUTS from the governing bodies, FIGHT FIXTURES or FIGHT RESULTS

## **FILOFAX**

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The filofax (on desk) keeps all your personal information. Obtainable are BOXERS NOTES, FIGHT DIARY and the 100 BOXERS RECORDS.

## **CALENDAR**

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The calendar on the desk allows you to forward the date at will.

## **CORRIDOR**

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Allows you to enter the GYMNASIUM, PHYSIO or OFFICE. The EXIT allows you to SAVE the game or LEAVE THE BUILDING (see FIGHT NIGHT).

## **PHYSIO**

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Here allows you to assess whether your boxer has recovered from injuries sufficiently to go back into training.

## **GYMNASIUM**

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Here is where you prepare your boxers for their forthcoming fights. Options range from sparring to weights etc affecting abilities such as defence and strength etc.

## **BOXER RETIREMENTS**

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A Boxer retires at the age of 31. Upon his retirement the RANKINGS WILL AUTOMATICALLY BE UPDATED and the boxer will REAPPEAR WITH NEW ABILITIES. You will be given the OPPORTUNITY TO RENAME him before he RETURNS TO THE SAME STABLE as a raw youngster.

## **THE FIGHT BILL**

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Friday night is FIGHT NIGHT. Each fight night consists of FOUR CONTESTS. You do NOT have to go to every event. If you don't the RESULTS WILL BE POSTED TO YOU ON SATURDAY MORNINGS. If you go to the event you are NOT compelled to watch every fight.

## **THE FIGHT**

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EACH FIGHT IS CONTESTED BY EACH BOXER USING A FORM OF ARTIFICIAL INTELLIGENCE DURING EACH ROUND. THE COMPUTER CORNER MEN WILL INSTRUCT EACH BOXER ON HOW TO FIGHT EACH FORTHCOMING ROUND DEPENDING UPON HOW THE COMPUTER JUDGES THE SUCCESS OF HIS FIGHTER. THE COMPUTER CORNER WILL ALSO TRY TO REPAIR HIS BOXER DURING ROUNDS ACCORDING TO HIS DAMAGE AND TIREDNESS.

KEN THE COMMENTATOR will keep you informed round by round as the contestants do battle. The JUDGES WILL BE AWARDING POINTS ACCORDING TO THE SUCCESS OF THE BOXERS.

**HINT:** In the three judges ruling, each judge, sitting separately around the ring, has his individual personality. Each judge only scores what he sees.

## **THE CORNER**

In between rounds you will have the opportunity to WORK IN THE BOXERS CORNER. At your disposal you will have:—

1. COLD IRON for ironing out slight bruises.
2. WATER BOTTLE for refreshment.
3. SPONGE for removing blood and reviving boxer.
4. SWAB STICK for working on cuts.

You can also ADVISE HIM ON TACTICS for the next round. The boxer will try to follow your instructions but remember his opponent will also have instructions updated and both fighters cannot always get their own way.

**HINT:** Study your boxers abilities before selecting his tactics (it would be pretty silly to ask Joe Frazier type boxer to behave like Sugar Ray Leonard).

**GOOD LUCK IN THE FIGHT  
GAME AND MAY YOU  
PRODUCE MANY  
CHAMPIONS . . .**



**. . . OR AT LEAST ONE**

# LOADING INSTRUCTIONS

## Loading A New Game

### Tape

- 1 Insert Cassette
- 2 Type RUN" WCBM and press RETURN
- 3 Press PLAY on recorder

### Disk

- 1 Insert Disk
- 2 Type RUN" WCBM and press RETURN

## Loading A Previously Saved Game

### Tape

- 1 Insert Cassette
- 2 Select YES to LOAD option
- 3 Select TAPE option
- 4 Press PLAY on recorder

### Disk

- 1 Insert Disk
- 2 Select YES to LOAD option
- 3 Select DISK option

## Saving A Current Game

### Tape

- 1 Insert Cassette
- 2 Go to EXIT sign in hall
- 3 Select TAPE SAVE option
- 4 Press PLAY and RECORD on recorder

### Disk

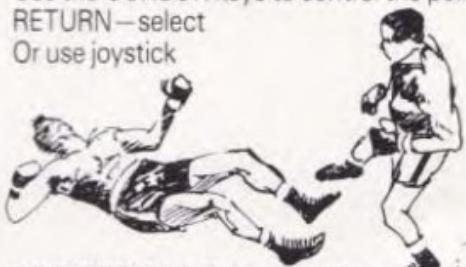
- 1 Insert Blank Disk
- 2 Go to EXIT sign in hall
- 3 Select DISK SAVE option

## Game Controls

Use the CURSOR keys to control the pointer

RETURN—select

Or use joystick



**WARNING:** Disk Drives must be disconnected when loading or saving to tape.

